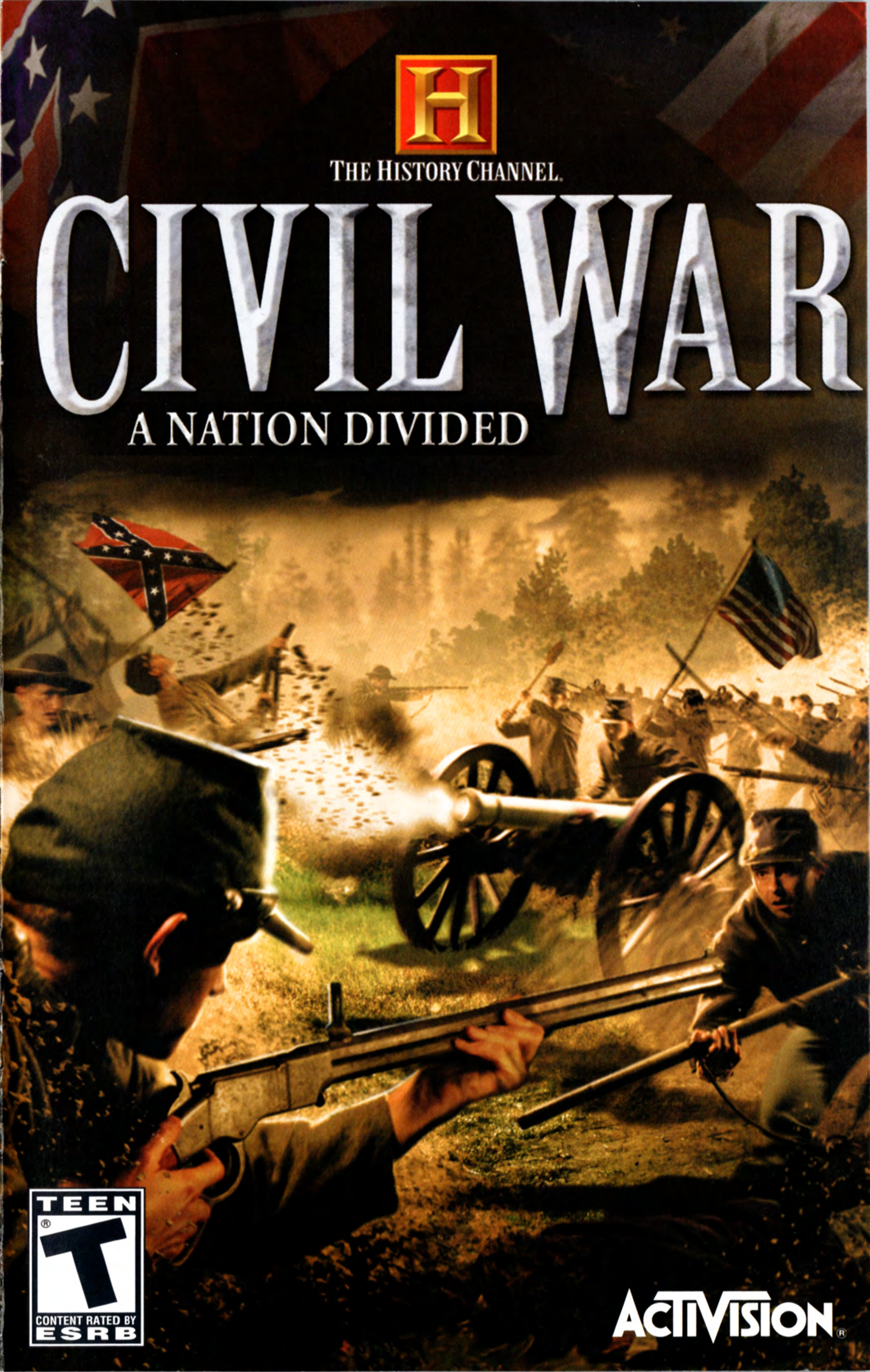
THE HISTORY CHANNEL.

CIVIL WAR

A NATION DIVIDED



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ACTIVISION®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

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Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

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The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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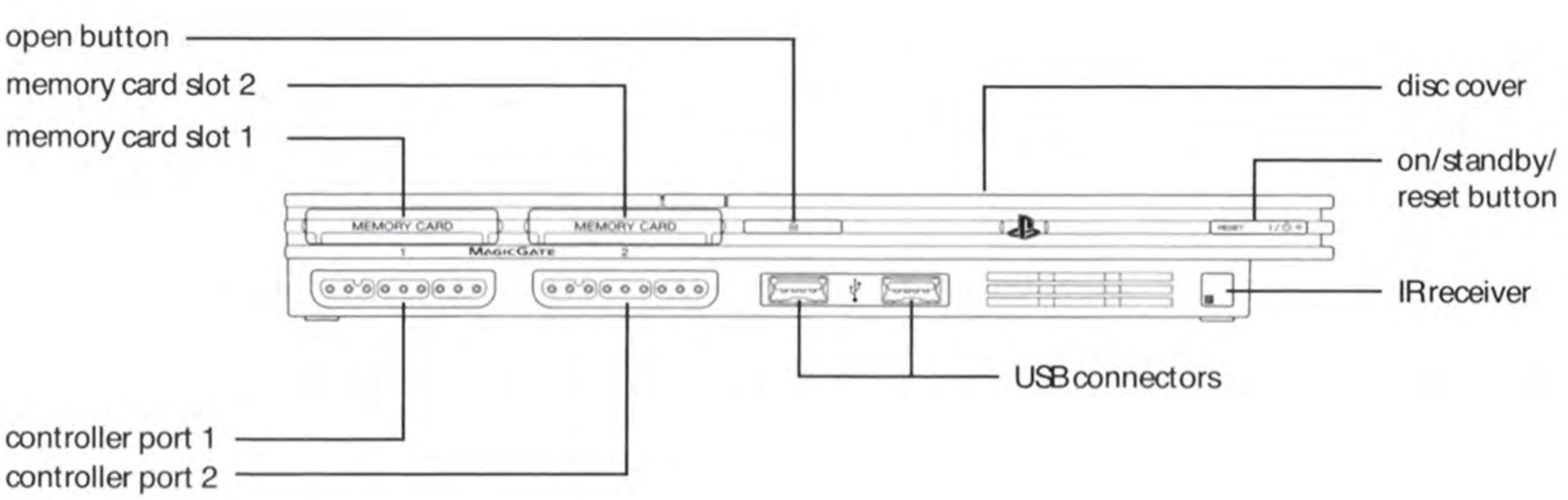
GETTING STARTED



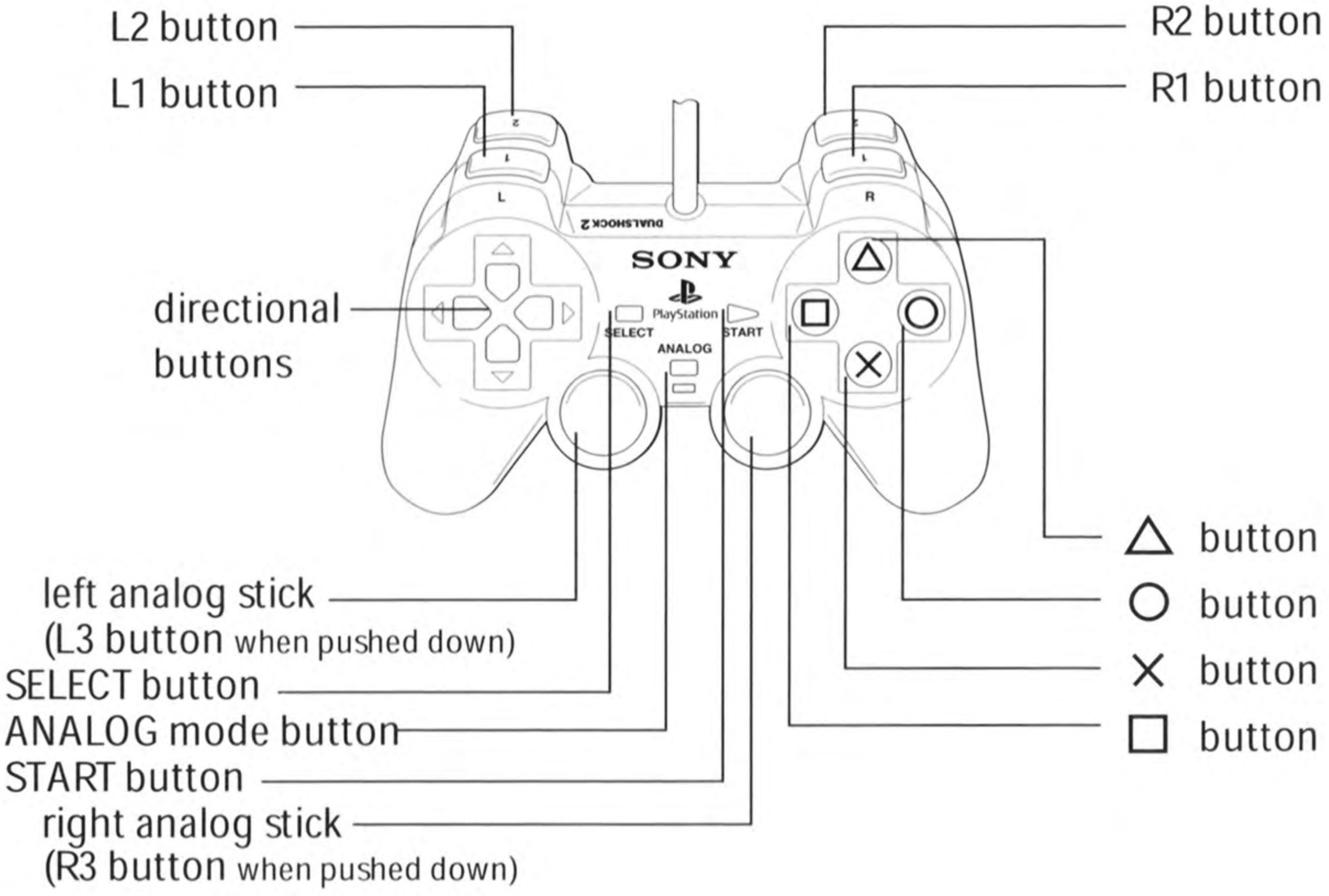
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the Civil War: A Nation Divided disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



DEFAULT CONTROLS

INTRODUCTION

The United States Civil War that took place between 1861 and 1865 reflects one of the darkest parts of the nation's history. The war, which is said to have pitted brother against brother, presented a great strain on the fledgling nation. Over 600,000 men perished from battle and disease, in locations that spanned the country. The History Channel: Civil War strives to recreate portions of the war as seen from both sides.

Throughout the game, you will fight alongside many valiant men from both the North and the South through twelve battles. From Fredericksburg and Bull Run to Petersburg and Cold Harbor, you must struggle for every inch. You will battle enemy troops on a variety of missions and in many locations, using authentic weaponry from the period.

Take up arms and enlist in the armies of the United States of America and the Confederate States of America, for the battle has begun!

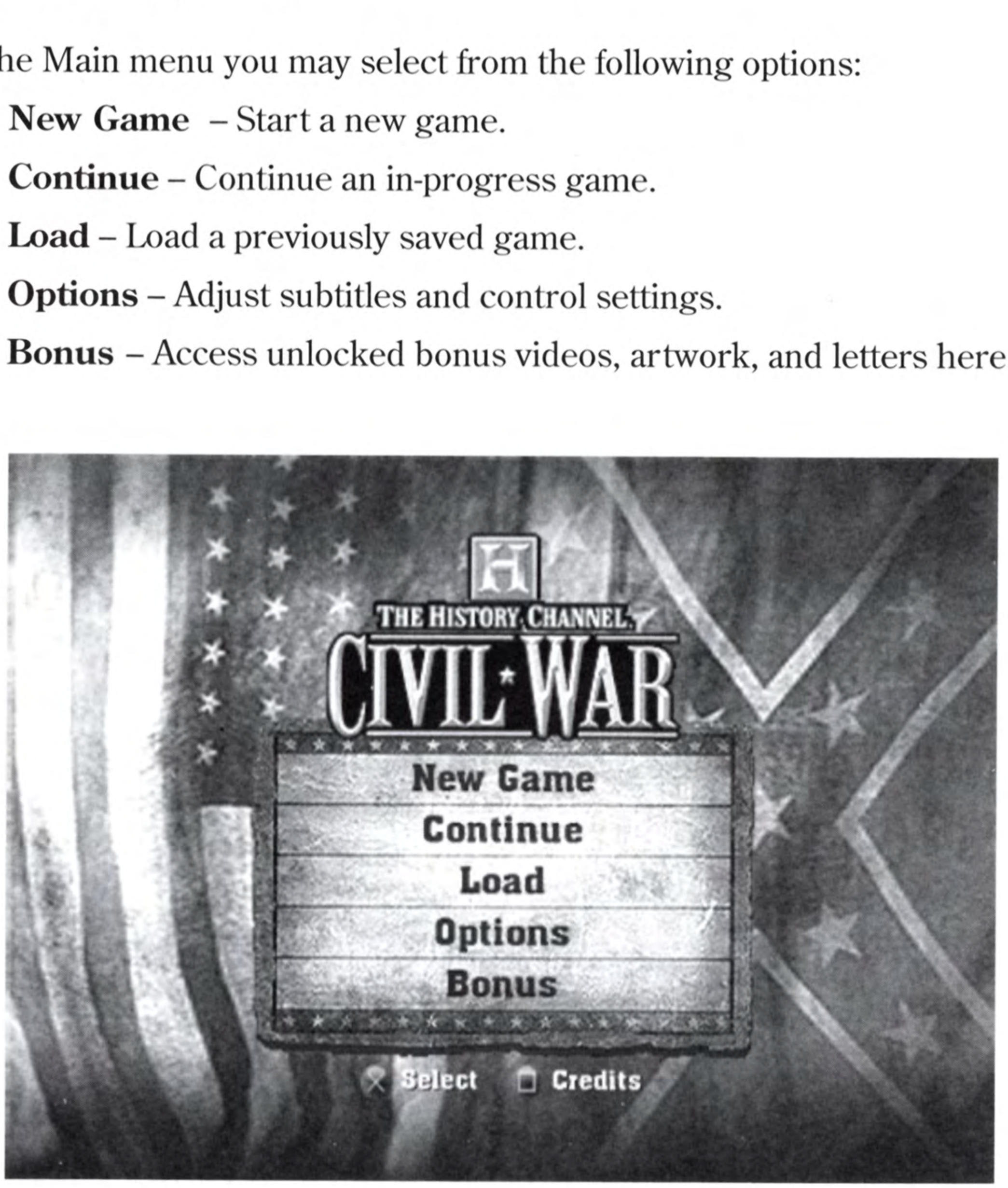
MAIN MENU

MENU CONTROLS

Press the directional buttons to highlight your selection. When you find your selection, press ✕.

At the Main menu you may select from the following options:

- **New Game** – Start a new game.
- **Continue** – Continue an in-progress game.
- **Load** – Load a previously saved game.
- **Options** – Adjust subtitles and control settings.
- **Bonus** – Access unlocked bonus videos, artwork, and letters here.



DIFFICULTY

Each battle features three difficulty settings:

- **Easy** – This mode is for beginners. Enemies cause less damage to your character and you cause more damage to the enemies. Accuracy and reaction times are slowed down for your enemies.
- **Normal** – This is the standard difficulty setting and suitable for most players. This setting is balanced between Easy and Hard.
- **Hard** – This mode is for advanced users. Enemies cause more damage to your character and you cause less damage to the enemies. Accuracy and reaction times are also improved for your enemies.

OPTIONS MENU

- **Subtitles** – Turn subtitles on or off.
- **Vibration** – Turn vibration on or off.
- **Y-Axis** – Invert the Y-Axis.
- **Sensitivity** – Adjust the sensitivity of the right analog stick.
- **Controls Layout** – View a diagram of the game controls.

PAUSE MENU

Accessed by pressing the START button while playing the game, the Pause Menu provides you with several useful options:

- Resume – Select this option to continue the current battle.
- Load – Select this option to load a previous save.
- Save – Allows you to save your current game.
- Restart – Restart the current battle from the beginning.
- Options – Allows you to adjust subtitles and control settings.
- Quit – Select this option to return to the Main Menu.

PLAYING THE GAME

ON SCREEN DISPLAY

- **Compass:** Shows the direction of your current objective.
- **Health:** The four star icons represent how much health you have remaining. The green color will darken and completely black out as you lose health. One red star means you are close to death.
- **Ammunition:** The left number displays how many rounds are currently loaded in your firearm. The right number displays how many additional rounds you are carrying.
- **Grenades:** Shows an icon for each grenade you currently possess.
- **Mission Objectives:** Displays a list of objectives you must accomplish to complete the mission. This list will update as you receive new objectives and complete others.
- **Reticule:** This indicates where you are currently aiming. It grows in size as you move and your aiming becomes less accurate. The reticule appears green if you are pointing at a friendly soldier and red if you are pointing at an enemy soldier.
- **Damage Indicator:** A partial red ring around the reticule shows which direction you are taking damage from. This information is also shown on the compass.

RECONNAISSANCE

The following objects can be found on the battlefields. They provide advantages to both you and your enemies, so always be aware of your surroundings.

Cannon: Deafening explosions and showers of earth and stone herald the entrance of these beasts onto the battlefield. Pay attention to where the cannonballs seem to fall… and avoid those areas!

Gatling Gun: Facing down a Gatling gun at 100 yards takes no trifle of will. It is best to stay out of the sight of the men operating these weapons until you can get beside or behind them.

Powder Barrel (with fuse): Place these barrels where you see a translucent red outline. Be sure to skedaddle when you light one of these babies!

Powder Barrel (without fuse): These barrels will explode if you shoot them or if a grenade explodes nearby. They are great for taking out pockets of enemy soldiers.

Wagon: If nothing is holding these rolling heavy carts back they can provide convenient mobile cover. Wagons also contain powder barrels from time to time, so mind your aim.

STRATEGY

The High Ground: One of the most important concepts in warfare, the high ground offers you a better vantage point and firing position. Beware, it offers your enemy these same advantages!

Reinforcements: Beware of reinforcements strengthening the enemy's position, and maximize the effectiveness of yours by protecting them. If you see a fellow soldier engaged in hand-to-hand combat with an enemy, help him out and you will be helping yourself in the long run.

Flanking: The act of moving around an enemy's position to attack them from the side, or flank, is a tried and true military tactic that's been used for millennia. Use this to your advantage, especially when confronted by superior firepower or a larger force.

Cover: The battlefields are littered with varied types of cover. You will encounter earthwork barriers, stone walls, wagons, and buildings of all shapes and sizes. Use these features to gain valuable protection and seconds for reloading.

Conservation: Ammunition can be hard to come by, so it may be a wise decision to assault an enemy with a bayonet or saber rather than shooting them from afar. This tactic can help you avoid tough situations down the road.

Hand-to-Hand Combat: Reloading a firearm can be a time-consuming process, so it pays to plan your reload times and engage in hand-to-hand combat when facing a greater enemy force. Keep mobile and aware of your perimeter when engaging.

BATTLES

During the game, you will play through a total of twelve different battles from the Civil War. The battles are divided into two campaigns: North and South. Each campaign contains six historic battles. You must play through each battle to unlock the next one.

North

Fredericksburg - December 11-15, 1862.

Although the Union was stopped by General Lee's anticipation of General Burnside's movement through Fredericksburg, they did succeed in breaking the line in one place.

Gettysburg - July 1-3, 1863.

Known as the bloodiest battle of the Civil War, Gettysburg is frequently cited as the war's turning point. The Union decisively defeated Lee's attacks, ending his second and final invasion attempt of the North.

Chattanooga - November 23-25, 1863.

This is the third battle of Chattanooga. In this campaign, the Union secured control over Tennessee and flung open the door to the invasion of the Deep South.

Fort Fisher - January 15, 1865.

The second battle of Fort Fisher was a key victory for the Union, and halted Confederate supplies coming in blockade runners from the sea. Federal ships bombarded the fort as federal troops swarmed in and engaged in hand-to-hand combat.

Selma - April 2, 1865.

The U.S. Army victory of Selma, Alabama in the Deep South confirmed that the Union was on the verge of winning the war. With it came the seizure of Confederate supply reserves which contributed greatly to the downfall of the Confederate army.

Petersburg - April 3, 1865.

Word of the Confederate defeat at Selma spread quickly to surrounding areas. Citizens fled, and orders came from President Davis to destroy all liquor and goods that might be obtained by the Union Army. It was clear now that nothing would stop the Union's relentless march on Petersburg, and eventually Richmond itself.

South

Bull Run - July 21, 1861.

The South attempted an attack on the North's capital, but Northern forces decided to cut them off before they reached Washington D.C. The Union, including the civilians and the government, believed this would be a quick defeat. Instead, the South came out victorious, standing firm behind Stonewall Jackson.

Shiloh - April 6-7, 1862.

The Battle of Shiloh is sometimes known as the Battle of Pittsburg Landing. The Union, under Ulysses S. Grant, advanced after the capture of Fort Donelson. They made camp on the back of the Tennesse river, where the South made an early-morning suprise counter-attack and beat the Union Army back.

Antietam - September 17, 1862.

After success at Second Bull Run, General Lee prepared to invade Maryland. Forces that President Lincoln sent for defense were bested by the South, mainly due to poor communication and lack of leadership. The South still took a large loss and, unable to advance any further, retreated.

Chancellorsville - April 30 - May 6, 1863.

After the loss of Fredericksburg, Lincoln put General Hooker in command with the initiative to attack the South. As the attack pursued through heavy wilderness, Stonewall Jackson led a surprise attack on the back side of the North. The trees were dry and many Northern soldiers died as fire engulfed the forest.

Chickamauga - September 18 - 20, 1863.

As Southern forces hurried through hard terrain, Commander Braxton Bragg stopped in order to confront their Federal pursuers. Due to an error made by General Rosecrans, a hole opened in the Union line and was consequently exploited by James Longstreet's men. The North had no choice but to retreat to Chattanooga.

Cold Harbor - May 31 - June 12, 1864.

Cold Harbor, located in central Virginia, is not a port city despite its name. Union forces under Ulysses S. Grant attempted to assault the site, but General Lee's Confederate army stood their ground and repulsed the invaders in what was known as a bloody and lopsided victory for the South.

WEAPONS

Rifles with Bayonets (Heavy damage)

1861 Springfield Musket (North): Known as a Marksman's gun due to its rainbow like trajectory and long range accuracy, the Springfield Model 1861 was equipped with a triangular socket bayonet.

Sharps 1855 (South): Fast loading times and an 8 rounds per minute firing rate made this .52 caliber rifle a popular long range gun for Marksmen, as well as for soldiers on the frontlines.

Multiple-shot Rifles (Heavy damage unless noted)

Henry .44: A .44 caliber rifle. For a soldier in the Civil War, owning a Henry rifle was a point of pride. The brass framed carbines could fire at a rate of 28 rounds per minute.

Spencer Carbine: The Spencer was lever operated and magazine fed, enabling the rounds to be fired one after another. This firearm was most notably used by the North in the Battle of Gettysburg.

Colt M1855 (Medium damage): Holding five cartridges in the .44 caliber model, this revolving cylinder rifle wasn't produced in high numbers and saw limited service in the Civil War.

Sniper Rifle (Heavy damage)

Target Rifle: With a fixed telescope mounted to it, the Target Rifle indicated that the man carrying it was a well-trusted soldier with a keen eye. A degree of prestige was granted to the soldier who carried this weapon.

Revolvers (Medium damage)

Colt Army Model 1860: This single action, six shot revolver was accurate up to 300 yards. This was the revolver of choice for officers, artillerymen, and cavalrymen.

Remington: The revolver of choice for the South, comparable in shot accuracy to the North's Colt.

Other Weapons

Hand Grenades (Heavy damage): An early form of today's grenades, they featured a wooden tail to help stabilize the grenades in the air. Grenades of the Civil War only detonated if they landed flat, so troops tended to toss them back and forth at each other until eventually one might go off.

M1860 Light Calvary Saber (Heavy damage): At 43 inches long and weighing only 3 pounds, the M1860 was the lightest sword or saber carried in the war. It had a steel blade and steel hand guard with brass accents.

Sheffield Bowie Knife (Medium Damage): The Bowie was popular with soldiers due to its utility as a weapon and also as a tool for camping, fishing and hunting. The back edge of the knife was sharpened for a "back slash" attack.

Mountable Guns (Heavy damage)

Cannon: The heaviest of field artillery, the cannons of the Civil War often created large amounts of smoke after the shot which affected the gunner's visibility.

Gatling Gun: This multi-barreled, .58 caliber automatic repeating machine gun was capable of firing off a devastating 600 rounds per minute.

ITEMS

Throughout the game, various items can be picked up as they lie on the ground. These items come from fallen soldiers or can be picked up as found objects.

Ammunition
Adds to your total count of bullets.

Med-kit
Replenishes some health.

Grenades
Adds to your total count of grenades.

Documents
Pictures and letters provide further details and background on the war.

Mission-specific Items
Use these items to complete objectives.

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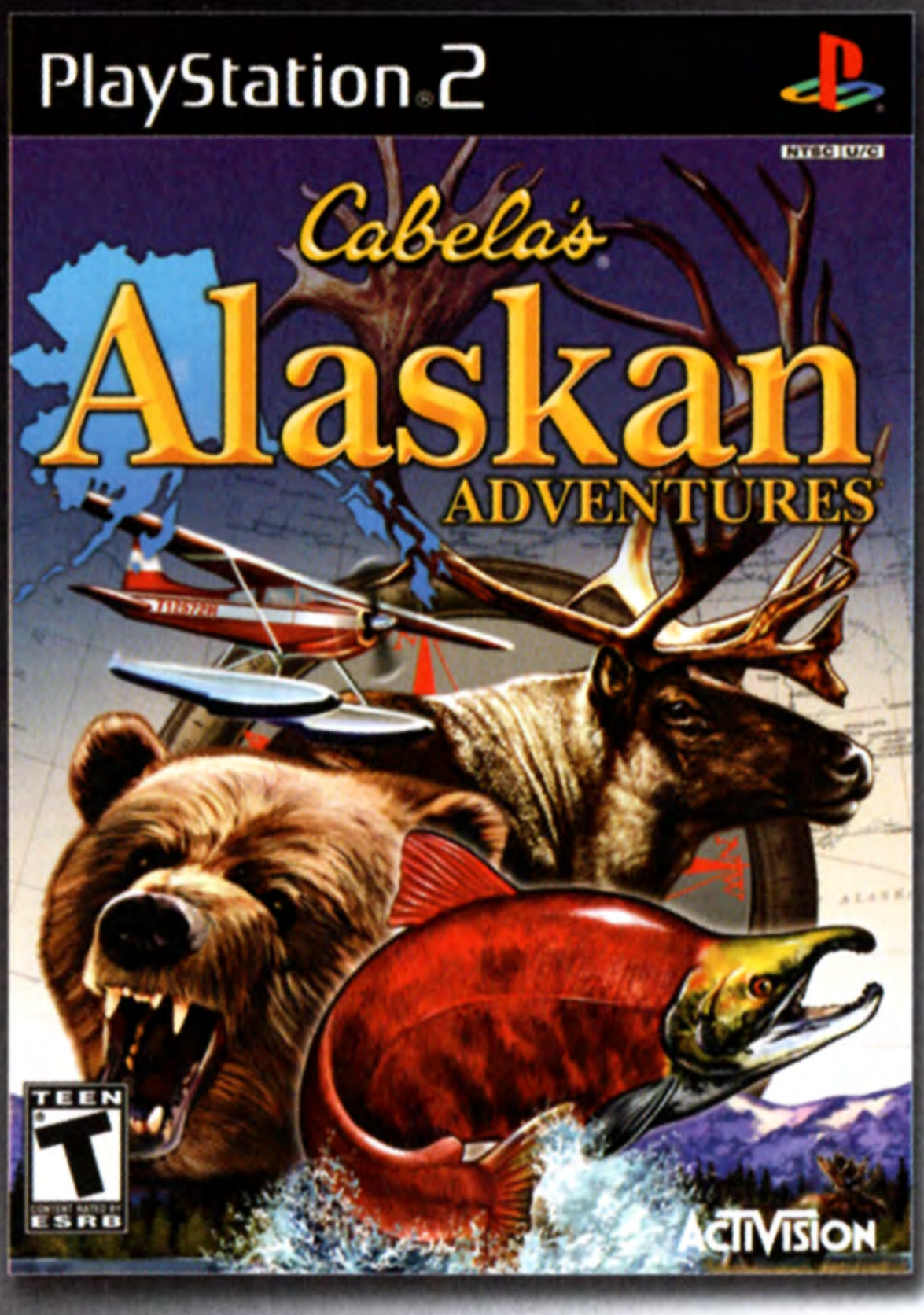

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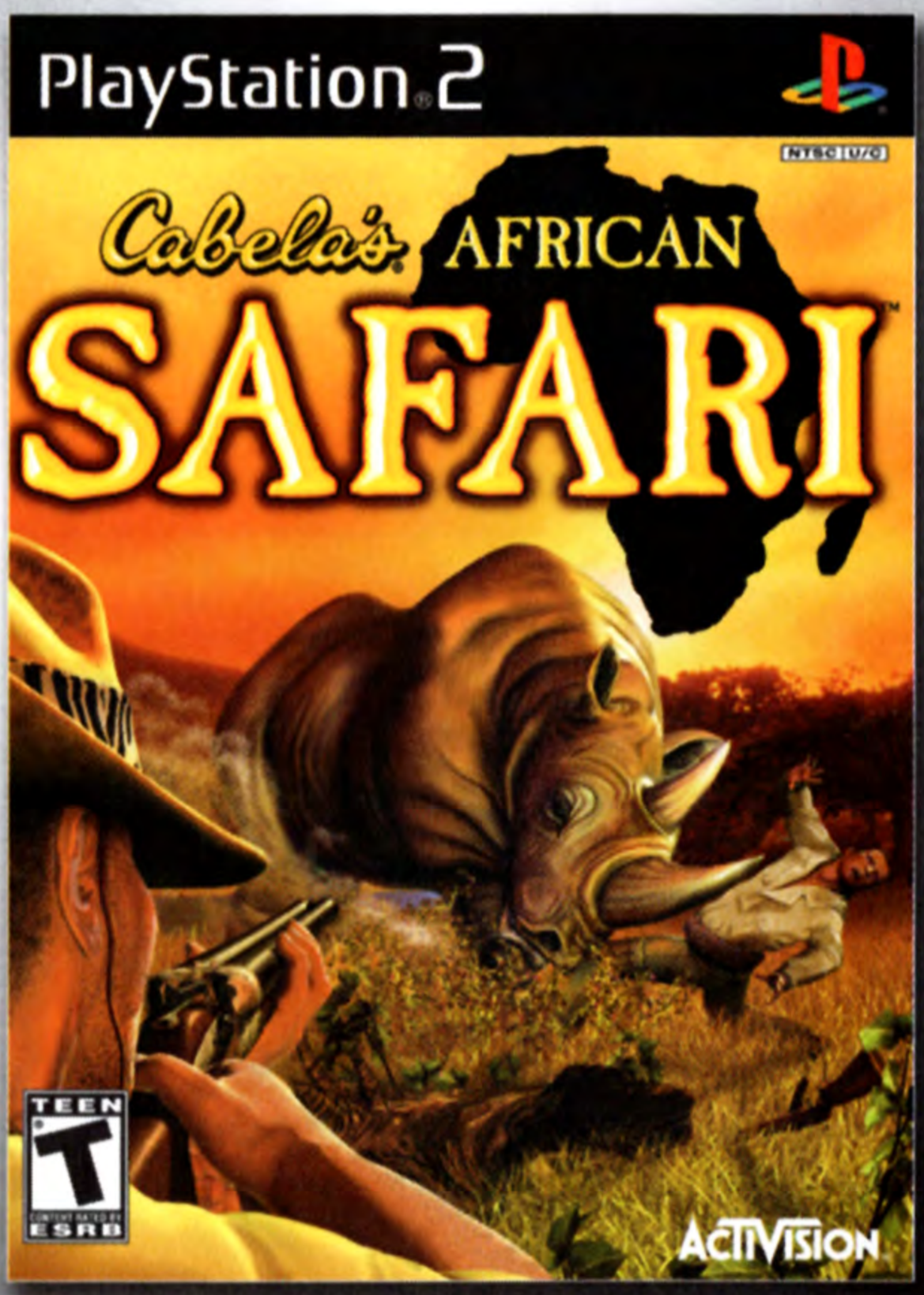

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